

WHAT IS CLAIMED IS:

1. A system for managing a scalable list of items for display, the system comprising:

5 a small footprint device including a display device and a CPU coupled to a memory;
a client program comprised in the memory of the small footprint device, wherein the client program is executable to instantiate a list container object and add list item data objects to the list container object;

wherein the list container object is executable to specify a corresponding list item
10 data object for each of a plurality of list item renderer objects;

wherein, in response to said list container object specifying a corresponding list item data object for each list item renderer object, each list item renderer object is executable to display the list item data object in the display device of the small footprint device.

15 2. The system of claim 1,

wherein the list container object is executable to instantiate the plurality of list item renderer objects.

20 3. The system of claim 2,

wherein the client program is executable to provide the list container object with information specifying a list item renderer object class;

wherein said list container object instantiating a plurality of list item renderer objects comprises the list container object instantiating a plurality of objects of the list item renderer object class specified by the client program.

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4. The system of claim 3,

wherein the list item renderer object class implements an item renderer interface;

wherein the item renderer interface includes a "set data" method to set the list item data object corresponding to a list item renderer object;

wherein said list container object specifying a corresponding list item data object for each list item renderer object comprises the list container object passing the corresponding list item data object to the “set data” method for each list item renderer object.

5 5. The system of claim 1,

wherein the list container object maintains a start index specifying the first list item data object currently being displayed;

wherein, in response to user interaction, the list container object is executable to update the start index and specify an updated list item data object corresponding to each of
10 the plurality of list item renderer objects;

wherein, in response to said list container object specifying an updated list item data object corresponding to each list item renderer object, each list item renderer object is executable to display the updated list item data object in the display device of the small footprint device.

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6. The system of claim 1,

wherein each of the plurality of list item renderer objects corresponds to a list row displayed in the display device of the small footprint device;

wherein said each list item renderer object displaying the list item data object in the
20 display device of the small footprint device comprises each list item renderer object displaying the list item data object in the list row corresponding to the list item renderer object.

7. A method for managing a scalable list of items for display in a display
25 device of a small footprint device, the method comprising:

a client program comprised in the memory of the small footprint device including a CPU and memory instantiating a list container object and adding list item data objects to the list container object;

the list container object specifying a corresponding list item data object for each of a plurality of list item renderer objects;

in response to said list container object specifying a corresponding list item data object for each list item renderer object, each list item renderer object displaying the list item data object in the display device of the small footprint device.

8. The method of claim 7, further comprising:
the list container object instantiating the plurality of list item renderer objects.

9. The method of claim 8, further comprising:
the client program providing the list container object with information specifying a list item renderer object class;

wherein said list container object instantiating a plurality of list item renderer objects comprises the list container object instantiating a plurality of objects of the list item renderer object class specified by the client program.

10. The method of claim 9,
wherein the list item renderer object class implements an item renderer interface;
wherein the item renderer interface includes a "set data" method to set the list item data object corresponding to a list item renderer object;

wherein said list container object specifying a corresponding list item data object for each list item renderer object comprises the list container object passing the corresponding list item data object to the "set data" method for each list item renderer object.

11. The method of claim 7, further comprising:
the list container object maintaining a start index specifying the first list item data object currently being displayed;

in response to user interaction, the list container object updating the start index and specifying an updated list item data object corresponding to each of the plurality of list item renderer objects;

in response to said list container object specifying an updated list item data object
5 corresponding to each list item renderer object, each list item renderer object displaying the updated list item data object in the display device of the small footprint device.

12. The method of claim 7,

wherein each of the plurality of list item renderer objects corresponds to a list row
10 displayed in the display device of the small footprint device;

wherein said each list item renderer object displaying the list item data object in the display device of the small footprint device comprises each list item renderer object displaying the list item data object in the list row corresponding to the list item renderer object.

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13. A system comprising:

a central processing unit (CPU);

memory coupled to the CPU;

a display device;

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a client program comprised in the memory, wherein the client program is executable to instantiate a list container object and add list item data objects to the list container object;

wherein the list container object is executable to specify a corresponding list item data object for each of a plurality of list item renderer objects;

wherein, in response to said list container object specifying a corresponding list item
25 data object for each list item renderer object, each list item renderer object is executable to display the list item data object in the display device.

14. The system of claim 13,

wherein the list container object is executable to instantiate the plurality of list item renderer objects.

15. The system of claim 14,
5 wherein the client program is executable to provide the list container object with information specifying a list item renderer object class;

wherein said list container object instantiating a plurality of list item renderer objects comprises the list container object instantiating a plurality of objects of the list item renderer object class specified by the client program.

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16. The system of claim 15,
wherein the list item renderer object class implements an item renderer interface;
wherein the item renderer interface includes a "set data" method to set the list item data object corresponding to a list item renderer object;

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wherein said list container object specifying a corresponding list item data object for each list item renderer object comprises the list container object passing the corresponding list item data object to the "set data" method for each list item renderer object.

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17. The system of claim 13,
wherein the CPU, memory, and display device are included within a small footprint device.

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18. A memory medium comprising program instructions which implement:
a list container object specifying a corresponding list item data object for each of a plurality of list item renderer objects;

in response to said list container object specifying a corresponding list item data object for each list item renderer object, each list item renderer object displaying the list item data object in a display device of a system.

19. The memory medium of claim 18, further comprising program instructions which implement:

the list container object instantiating the plurality of list item renderer objects.